

# ShoeBox Importer Documentation

Thanks for purchasing ShoeBox Importer Unity extension. ShoeBox Importer tool can be accessed from **Tools > Starpark Games > ShoeBox Importer** menu or from **context menu** of any ShoeBox spritesheet asset selected in **Project** tab.

**Important:** Filename of the spritesheet and filename of .txt data file generated by ShoeBox must be same to work with this tool. Multiple ShoeBox spritesheets can be selected to import all spritesheets at once.

## ShoeBox SpriteSheet Import Settings:

**Strip Extension:** The default spritesheet export preset for Unity in ShoeBox exports individual sprite names same as source sprite's filename with extension. Check this option to strip file extension from generated sprite names in Unity.

**Set Pivot:** Set Pivot option allows you to set pivot position of all generated sprites. You can set custom pivot position too. If unchecked all generated sprites pivot will be in Center.

## Known Issues:

A bug in unity sprite editor will change name of sprites to an **empty string** if you change position, size, border or pivot by its coordinate in the panel. If you apply changes and re-import that spritesheet with this tool it will not preserve your pivot and border edits because of changes in sprite names. This is not a bug of ShoeBox Importer tool. Hope Unity guys will fix this bug soon. Till then make changes to your sprites as described below:

To prevent this issue you can edit sprite border or pivot by dragging border handles or pivot in sprite editor window. This will not change name of edited sprites. If you need to change sprite border or pivot by its coordinates in the panel, re-enter the same name in the **Name** input field of the sprite before applying changes.